

War

The rules on one page

Players

2. A version for 3 or 4 is further down.

You need

A standard 52-card deck, without the jokers

Goal

Win all 52 cards

Game ends

When one player has every card. That player wins.

Setup

1. Use a standard 52-card deck with the jokers taken out.
2. Either player can deal. Shuffle and deal all the cards face down, one at a time, so each player gets 26.
3. Square your cards into a neat face-down pile in front of you. Do not look at them. You will play them from the top in the order they come.

How to play

1. **Turn up your top cards.** Both players turn the top card of their pile face up at the same time and put it in the middle. The higher card wins. Its owner takes both cards and puts them face down at the bottom of their pile. This is called a battle.
2. **Equal cards start a war.** If the two cards are the same rank, such as two 8s, it is war. Leave them in the middle. Each player puts their next card face down, then turns the card after that face up. The higher of the new face-up cards takes all 6 cards.
3. **If the war ties again.** If the new face-up cards are also equal, the war goes on. Each player adds another card face down and another face up. The higher card now takes all 10 cards. Keep going this way until one face-up card is higher.
4. **Running out during a war.** If you do not have enough cards to finish a war, you lose the game. If both players run short, whoever runs out first loses. Running out at the same moment is a draw.
5. **Win all the cards.** Keep playing battles until one player has all 52 cards. That player wins the game.

Scoring

Cards won at one time, 2 players

What happened	Cards the winner takes
A battle with no tie	2
A war	6
A war that ties again	10
A war that ties a third time	14

The player who wins all 52 cards wins the game. With 3 or 4 players, the last player who still has cards wins.

